



# Daniele Caschili

## Experience

- Presente - **Game Engine/Renderer Programmer**, *Untold Games*, Genova  
04/2024 Co-development and console porting of Unreal Engine titles. Developed rendering features partially or completely not natively supported by the engine across platforms, including upscalers (FSR3, DLSS4, PSSR), VRS, and HDR, and performed debugging of GPU crashes and graphics artifacts.
- 03/2023 - **Unreal Engine Game Programmer**, *Milestone*, Milano  
11/2020 Worked on the development of the arcade racing titles Hot Wheels Unleashed and Hot Wheels Unleashed 2 for consoles and PC. Main contributions included gameplay systems and UI development.
- 11/2020 - **Unity Programmer**, *Rortos*, Verona  
02/2020 Development and support of a flight simulator for mobile devices.

## Technical Skills

- C++
- OpenGL
- DirectX 12
- Unity
- Platform specific GPU debugging tools
- Unreal Engine
- HLSL / GLSL
- Vulkan
- Renderdoc / Pix / NSight
- Perforce / Git

## Personal Projects

- Rendering engine in C++ and OpenGL: forward rendering, shadow maps, environment mapping, post-process motion blur.
- Snake clone in Unreal Engine 5: stylized grass rendering with bending, Niagara ribbons.
- [Master Game Dev] Rendering engine in DirectX 11: textures, lighting, shadows, post-processing effects (group project).
- [Master Game Dev] Mobile real-time strategy game in Unity (group project).

## Education

- 2019–2020 **First-level Master's degree**, *University of Verona*  
Game Development Master
- 2017–2019 **Master's degree**, *Politecnico di Torino*  
Computer Engineering (English)
- 2013–2017 **Bachelor's degree**, *University of Cagliari*  
Electrical and Electronic Engineering

## Languages

Italian Native speaker

English Professional working proficiency